Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently Amended)   A method for managing microcode, comprising the steps of:

evaluating a mode command to initiate or change a mode, said mode having one or more phases; and

identifying a phase module sequence <u>corresponding to said one or more phases</u> in response to said evaluated mode command, wherein said phase module sequence includes at least one phase module containing microcode to implement a corresponding phase.

2.   (Original)   A method according to claim 1, wherein said identifying a phase module sequence further comprises the step of:

querying a storage medium to select a phase module to match said mode.

3.   (Original)   A method according to claim 1, further comprising the step of:

loading said phase module sequence into a microcode instruction memory.

4.   (Original)   A method according to claim 1, further comprising the step of:

loading a sequence list into a microcode data memory, wherein said sequence list includes a memory address to said phase module sequence.

5.   (Original)   A method according to claim 1, further comprising the step of:

executing said phase module sequence to implement said mode.

6.   (Original)   A method according to claim 5, further comprising the steps of:

sending a result from said executing said phase module sequence to a processor for pixel processing or additional microcode processing.

7.   (Original)   A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor prior to said executing said phase module sequence.

8.   (Currently Amended)   A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render three dimensional graphics[, prior to said executing said phase module sequence].

9. (Currently Amended) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render an animation scene[, prior to said executing said phase module sequence].

10. (Currently Amended) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render a scene for a video game[, prior to said executing said phase module sequence].

11. (Currently Amended) A system for managing microcode, comprising:

mode detector for evaluating a mode command to initiate or change a mode, said mode having one or more phases; and

sequence identifier for identifying a phase module sequence <u>corresponding to said one or more phases,</u> wherein said phase module sequence includes at least one phase module containing microcode to implement a corresponding phase.

12. (Currently Amended) A system of claim 11, further comprising a code loader for loading said phase [code] <u>module</u> sequence into a microcode instruction memory.

13.   (Currently Amended)   A system of claim 11, further comprising:

phase executor for commanding a microcode processor to execute said phase [code] <u>module</u> sequence.

14.   (Original)   A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor in response to said mode command.

15.   (Original)   A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor to render a three dimensional model in response to said mode command.

16.   (Original)   A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor to render an animation scene in response to said mode command.

17.   (Original)   A system of claim 11, further comprising:

microcode data memory for storing a sequence list specifying a memory address to each phase module within said phase module sequence.

18.   (Currently Amended)   A computer program product comprising a computer useable medium having computer readable program code means embedded in said medium for causing an application program to execute on a computer used to manage microcode, said computer readable program code means comprising:

a first computer readable program code means for causing the computer to evaluate a mode command to initiate or change a mode, said mode having one or more phases; and

a second computer readable program code means for causing the computer to identify a phase module sequence <u>corresponding to said one or more phases</u>, said phase module sequence including at least one phase module that contains microcode to implement a corresponding phase.

19.   (Currently Amended)   A computer program product according to claim 18, wherein said second computer readable program code means loads said phase [code] <u>module</u> sequence into a microcode instruction memory.

20.   (Currently Amended)   A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to command a microcode processor to execute said phase [code] <u>module</u> sequence.

21.   (Original)   A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to send drawing data or input for drawing data to a microcode processor in response to said mode command.

22.   (Original)   A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to send drawing data or input for drawing data to a microcode processor to render three-dimensional graphics in response to said mode command.

23.   (Original)   A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to store a sequence list specifying a memory address to each phase module within said phase module sequence.